SPORE™

Official Game Guide

PRIMA GAMES

BASED ON A GAME RATED BY THE ESRB

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Let there be life!

In the **Cell Stage** of ***Spore***, you create the most basic form of life: microscopic, mind-bogglingly small proto-creatures that exist in a primeval ocean with other simple creatures. Before you head into this primordial soup to swim for your very existence, you get to choose the type of cell with which you begin the game. You can select from an herbivore cell, which eats green plant cells, or a carnivore cell, which eats red meat cells. Once you collect DNA points and unlock Body Parts, then you can use the Cell Creator to create a variety of cell creatures. The Creator also shows off all the Body Parts available, so you can decide which ones you want to try out. After that, a quick swim-through of the Cell Stage itself is in order.

Initial Cell

lumpy

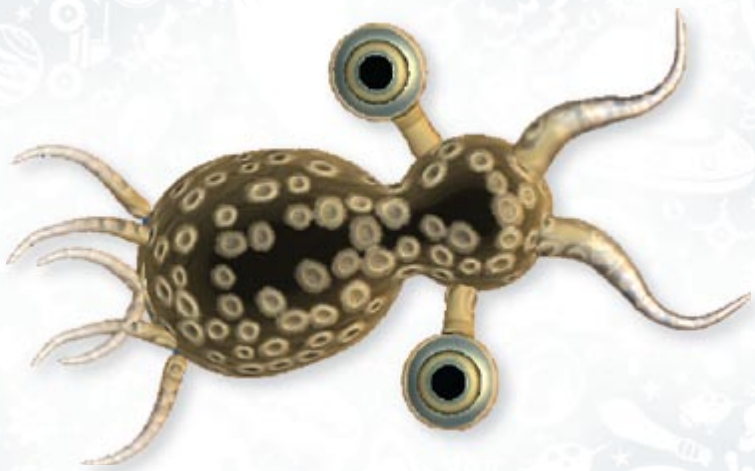
(Vegrandis offa unda creatura)

The Birth of Lumpy: Look at this terror of the deep! Well, it's actually about the size of a sea monkey, and about as ferocious! When your meteorite first crashes into a distant planet, and your amoeba-like glob of life emerges from the cracked rock, you have a very simple cell. It consists of two beady eyes, a flagella, and one of two mouths: either a filter mouth for eating plants or a jaw for eating meat.

Mouth: Filter Mouth

These tendrils flap around and suck plant materials. They are essentially the beginnings of a Herbivorous Mouth part.

Statistics



Propulsion: Flagella

Although two Filter Mouths and Flagella are shown, they still give you the same value when purchased as a set. Flagella propel Lumpy forward.

Eyes: Stalk Eyes

Try swimming without eyes and your field of vision becomes very limited. Try it and see, or rather, don't!

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Body Manipulation

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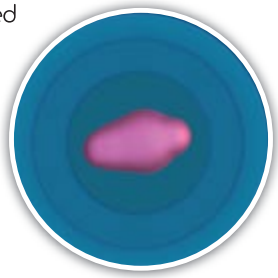
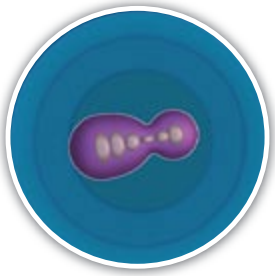
Creating Lumpy was an easy, but multi-stage process:

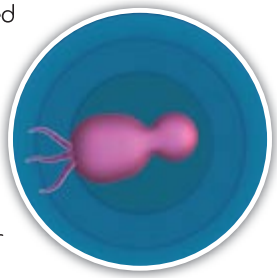
1. We removed all the different Body Parts so only the body was left, giving us a pool of DNA Points to play with!



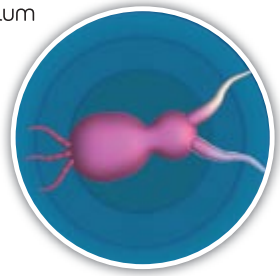
2. Using the mouse wheel, we expanded the front and rear of the "blob," creating a dumbell-like effect.



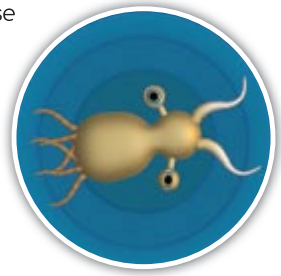
3. We added a Filter Mouth, allowing only plant life to be consumed. Delicious algae is Lumpy's dinner of choice!



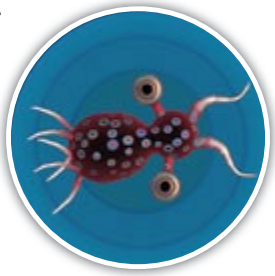
4. A Flagellum was placed at the rear of Lumpy, to allow forward propulsion; two Flagella are shown, but they function as one.



5. We chose Stalk Eyes, but placed them to the rear of Lumpy, for a slightly different look!



6. Then we entered Paint mode, and chose a rather pleasing red color combination with luminous blue spots...



7. ...which wasn't "Lumpy" enough, so we changed Lumpy's skin texture and coloration, and began to explore the deep!

NOTE Place a Body Part in the middle of the creature for a single part. Place it to the side, and two parts are available (as shown during Lumpy's creation). Although statistically, this does not "double" any values, strategically it doubles the utility of the Body Part.

CAUTION Remember to give your creature a Mouth, Propulsion part, and Eyes, or you'll have difficulty surviving! Also try placing the Mouth part in the middle of the front of the creature, so it can easily access food.

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the cell creator

As you progress through the Cell Stage, you collect DNA points by eating plants and meat from other cells. In addition, part of your evolution involves locating "Shields" that allow you new Body Parts. These can be found when another cell organism is killed by you or another cell, or by breaking open meteorites. In order to enter the Cell Creator and evolve your cell, you must collect 14 DNA points or collect a Body Part. Click on the "Call Mate" button at the bottom of the screen and then swim toward another cell of your species by following the little heart icons. This will open up the Cell Creator where you can spend the DNA points on adding Body Parts to your cell. By the time you reach Level 5 (of the five in this stage), you're likely to have unlocked all the Cell Body Parts, and can drastically change the way your cell looks. In this section, we show you the exact improvements each Body Part gives your cell, and give advice on maximizing your cell's different attributes.

Mouths

Your creature can consume plant matter, chunky pieces of meat, or cells and plants, depending on the chosen Mouth part.

Filter Mouth

15 **Availability:** From the start

Attaching this enables the cell to eat Green Plants and Eggs.

Proboscis

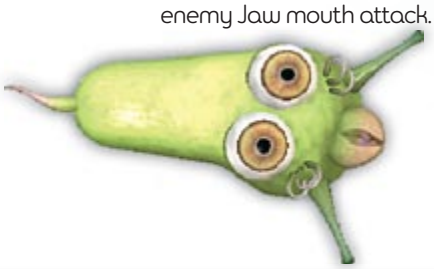
25 **Availability:** During Cell Stage

Attaching this enables you to "slurp" Green Plants, Eggs, and other cells. You cannot eat Meat Chunks or dead cells, however.

Jaw

15 **Availability:** From the start

Attaching this enables your cell to eat other cells and Eggs. The Jaw can also repel an enemy Jaw mouth attack.



Design Hints: Choose the Filter Mouth if you're only interested in eating Green Plants. Choose the Jaw if you want to defeat foes, and then eat the Meat Chunks afterward. Choose the Proboscis if you want to suck a Prey-sized foe in and digest it. Of course, you can choose all three (as shown) so you can eat anything! Remember to position mouths around the front of your cell to easily guide food in. Multiple mouths are great (especially Jaws) as these can catch morsels of food your central mouth might miss.

Abilities

The parts you choose give you special advantages specific to the Body Part selected. One is "stackable."

Sight

Your creature needs eyes to see clearly in the world.

Beady Eye

5 **Availability:** From the start

Attaching these expands your cell's field of vision.

Stalk Eye

5 **Availability:** From the start

Attaching these expands your cell's field of vision.

Button Eye

5 **Availability:** From the start

Attaching these expands your cell's field of vision.

Design Hints: If your cell has no eyes attached, then your field of vision is reduced to a small circle around you. Your vision is the same whichever eye type you choose, and whether you have one eye or a dozen (as shown). Naturally, the more eyes you have, the fewer DNA Points you have left to distribute among more important aspects of your cell. Therefore, add more than two eyes to a cell only if you want a cool-looking creature. One final plan: place the Beady or Button Eye in the middle of your cell. It's the only part you can do this with, and this frees up the edges for Spikes or other parts.

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Movement

Add Cilia, Flagella, and Jets parts to move faster and maneuver through the primordial soup. Every additional Movement part adds to the creature's speed. All are "stackable," so the more you add, the faster your cell will go—at least until you reach level 5.

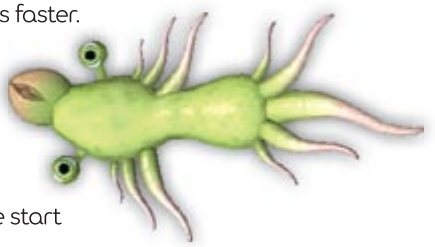
Speed

Your creature moves faster.

Flagella

15

Availability: From the start



Design Hints: Although Flagella are a cheap option compared to Jets, the burst of acceleration a Jet provides outweighs the usefulness of multiple Flagella on a single cell. However, Flagella produce a smooth, easy to control speed. Add multiple Flagella to further increase your speed, but be aware that Jets are twice as effective.

Burst Speed

Your creature Bursts forward quickly.

Jet

25

Availability: During Cell Stage

Design Hints: A Jet provides twice as much of a speed boost as Flagella or Cilia. Boost this effect by adding multiple Jets. This is the pinnacle of cell development when it comes to propulsion, so ignore the 10 extra DNA Points it costs, and always have at least one of these affixed to the back of your specimen.

Fast Turns

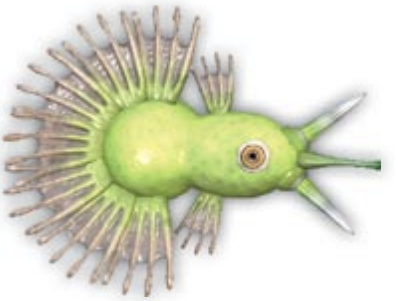
Your creature turns quickly.

Cilia

15

Availability: During Cell Stage

Design Hints: These fin-like protrusions are the key to making very sharp turns, which is incredibly handy during the Cell Stage. You're wise to equip at least one of these. Stack them to be able to make quicker 180-degree turns, allowing you to dodge Epic cells and other dangers. They cost the same as Flagella and provide just as much Speed, so replace your Flagella with Cilia as soon as the part is unlocked.



Attack

Add Spikes, Poison, and Electric parts to attack other creatures. Two are "stackable."

Attack & Break

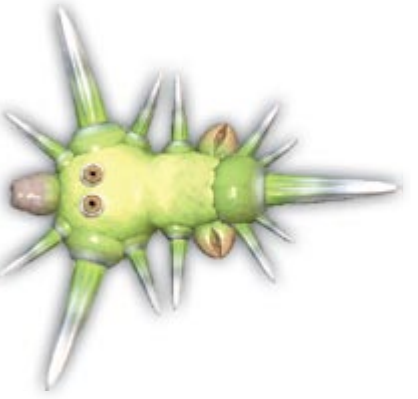
Charge into creatures to attack them. Some objects will break if you poke them.

Spike

10

Availability: During Cell Stage

Design Hints: The Spike is a cheap, all-purpose weapon that provides exceptional advantages. First, you can ram or strike an enemy cell with one to damage them (exact damage ratings are shown later in the Cell Stage section). Secondly, they repel attacks from foes. With this in mind, attach at least two to the front of your cell (for ramming), and more around your cell so you're immune to attacks from the sides or rear.



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Spit Poison

Your creature is poisonous and will spit out clouds of poison.

Poison

15

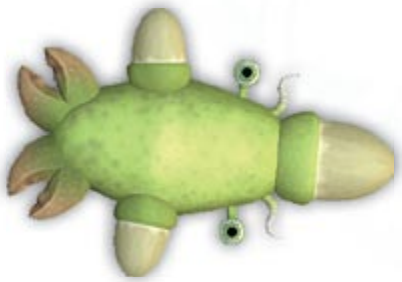
Availability: During Cell Stage

Design Hints: When a Poison sac is equipped, your cell automatically produces a trailing cloud of poison, which damages any other cell that contacts it. You can then turn around and attack the damaged cell, defeating it more easily. The more Poison sacs you equip (up to a maximum of five, if you spend any DNA points on a mouth and eyes), the longer the trail becomes.

TIP Always have one of these on your cell, because it makes you immune to all other poison attacks. This applies to poisonous rival cells, too.

Electrocute

Your creature is electric and will shock nearby creatures.



Electric

25

Availability: During Cell Stage

Design Hints: Attach this, and your cell emits an electric jolt to one nearby cell, stunning it. Afterward, there's a 5–10 second recharge. The more Electric sacs you add, the shorter the recharge. Simply ram and destroy a stunned cell.

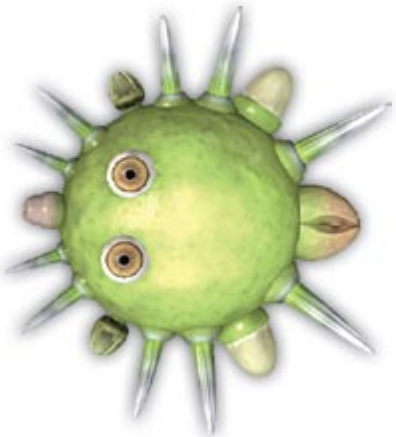
TIP Having an Electric sac makes you immune to all other enemies with Electric sacs! Conversely, don't try using this attack on an enemy with this Body Part because it doesn't affect them either!

Health

The Health Bar shows you how much damage your cell can take. Each standard attack removes one-third of the bar.

NOTE The Health Bar is visible once you exit the Cell Creator.

Design Hints: As it doesn't matter what Body Parts you equip, because cells always have the same Health Bar no matter what you choose. It comes down to figuring out the best ways to prevent Health from being lost. With this in mind, try creating a cell that's thin and can easily maneuver around obstacles. Make sure it is covered in Spikes and therefore impervious to enemy bites or ramming. Finally, give it Poison and Electric sacs so it is immune to these attacks. You can gain back health by eating.



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cell examples (various styles)

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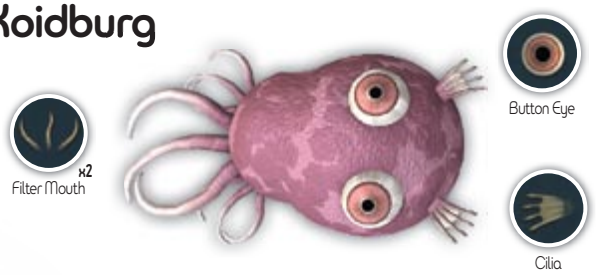
Finally, here are a few of the billions of different cells you could create, showing even more stylish critters you can take into the primordial ocean with you. Cells are divided into two different types; those created with style in mind, and others created to take advantage of "stackable" Body Parts that were detailed in the Ultimate Cell Creator.

NOTE Some of the cells shown are in a fully evolved form, just prior to exiting the ocean. If you want to construct similar-looking cells during the Cell Stage, you need to remove a number of Body Parts until you have the prerequisite DNA Points. The pictures of the different cells created are for illustrative purposes only.

Style 1. Personality-Driven

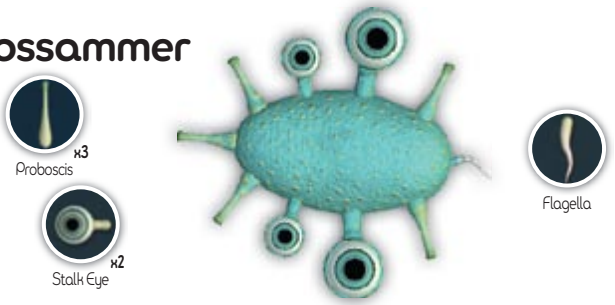
Xoidburg



Key Characteristics: Filter Mouth
Other Characteristics: Cilia

Despite a wide girth and a giant pair of unprotected eyes,. The two tiny Cilia flap effectively, but the evolved Filter Mouths keep a steady diet of plant matter flowing into his wide body.

Glossammer



Key Characteristics: Proboscis, Stalk Eye
Other Characteristics: Flagella

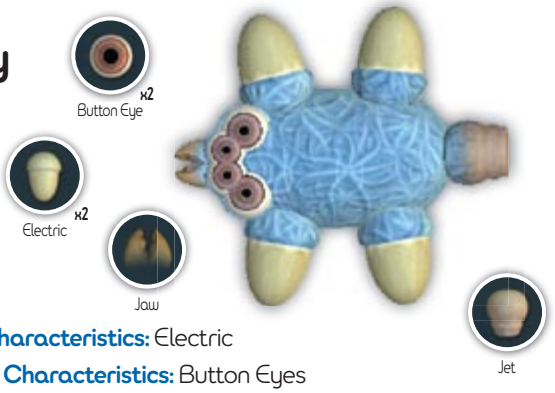
Giving off an eerie glow in the darker reaches of the ooze it was birthed from, the Glossammer stalks its prey and suctions onto it at almost any angle, slurping the very life from it, before zipping back into cover. Its long-range eyes make up for a lack of defense.

Snooter Scooter

Key Characteristics: Poison
Other Characteristics: Proboscis, Beady Eyes

Traversing the water in a series of zigzag scoots, this specimen's bright purple color is usually warning enough of the trail it leaves behind. Plentiful Poison sacs on the beast's sides damage its prey. However, the Proboscis cannot be used to eat dead cells.

Zappy



Key Characteristics: Electric
Other Characteristics: Button Eyes

Even the most fearsome predator tends to keep its distance from Zappy because of the massive charge of electricity it generates to paralyze its prey. Afterward, its tiny Jaw consumes the remains. Sneaking up and attacking from behind is the only way to defeat Zappy.

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Maw the Mauler

Key Characteristics: Jaw, Flagella
Other Characteristics: Spikes

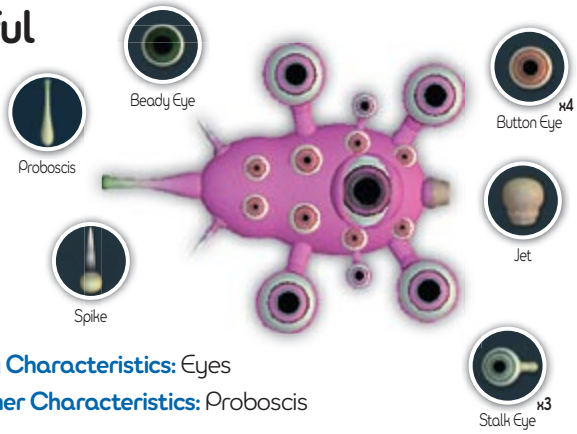
One of the oddest and most vicious cells ever to exist, Maw lets its Jaw do the talking, or in this case, the wild thrashing into food, followed by the chopping into digestible morsels. A single, massive Beady Eye keeps watch for predators, while two tiny Spikes help defend it while feeding.

Thruster

Key Characteristics: Spikes, Jets
Other Characteristics: Filter Mouth

The Thruster has a novel way of feeding; it positions its rear and sides near a large plant and begins to pick at the nutrients. If it spots an attacker, the Thruster brings the fight to the enemy, using Jets for a precise thrust, and skewering the enemy with its gigantic Spike.

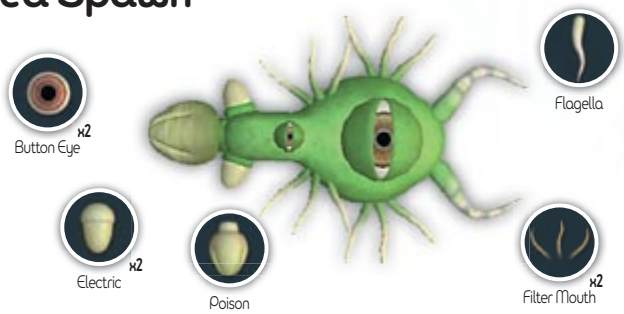
Eyeful



Key Characteristics: Eyes
Other Characteristics: Proboscis

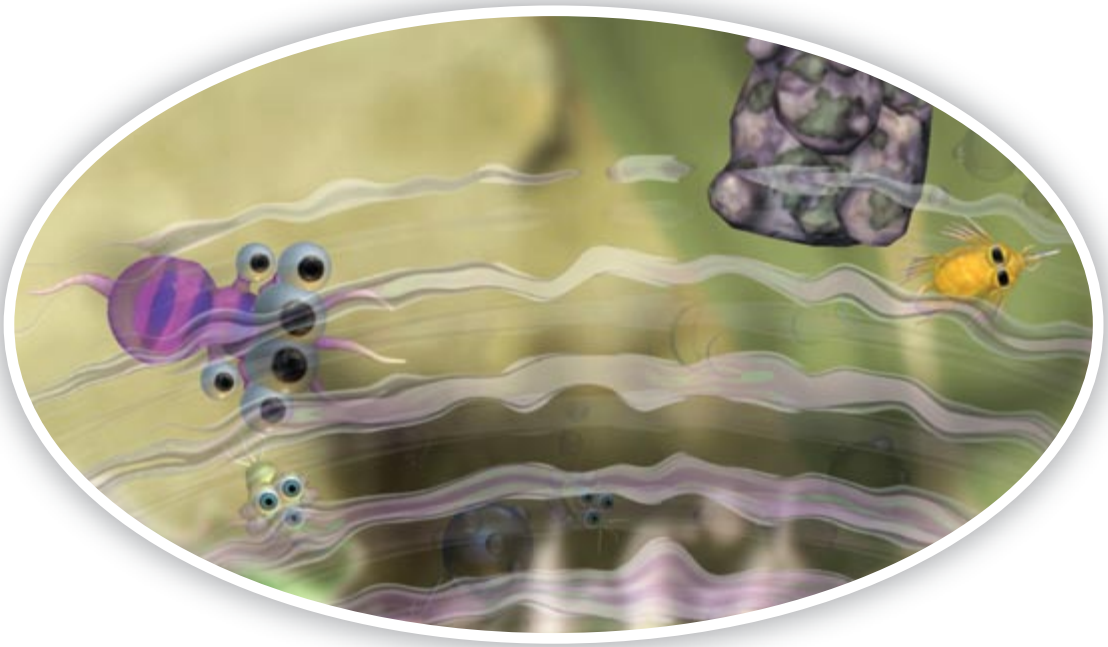
An incredibly timid cell, the Eyeful can spot an enemy (or prey) from great distances thanks to the copious eyes and eye-like growths dotted around its body. A small Jet makes light thrusts until the Proboscis can clamp onto a foe and suck it dry.

Sea Spawn



Key Characteristics: Filter Mouth, Flagella
Other Characteristics: Electric

With a mass of writhing tentacles and an eye that (legend has it) can see vast worlds beyond imagination, this odd little critter stares blankly into the void for days before drifting to a Large Green Plant to feed. It spits both poison and electricity at any would-be assailants.



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Style 2. Function-Based

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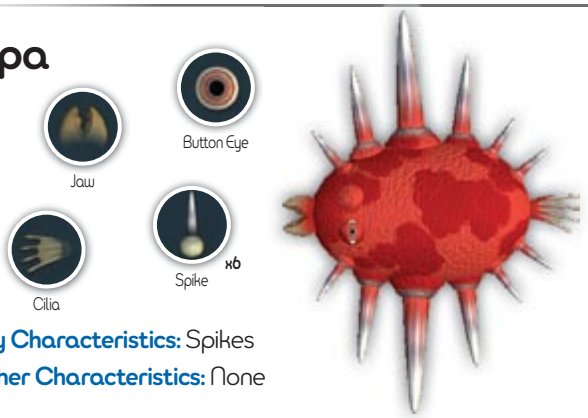
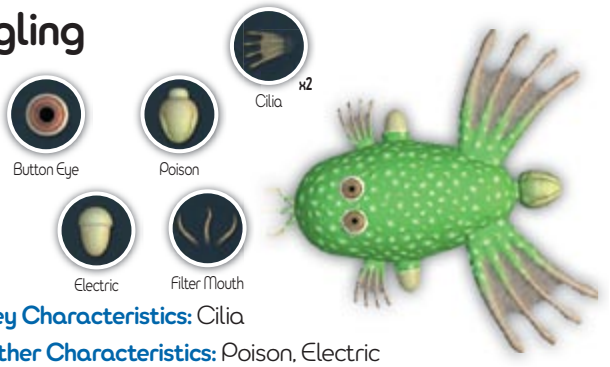
Poppa



Key Characteristics: Spikes
Other Characteristics: None

Poppas are among the most proficient hunters in the vastly populated prehistoric oceans. Propelled by a single Cilium, it can spin around quickly, stabbing cells in almost any direction, after which its tiny Jaw grabs and digests the meat. It's a killer predator.

Frogling



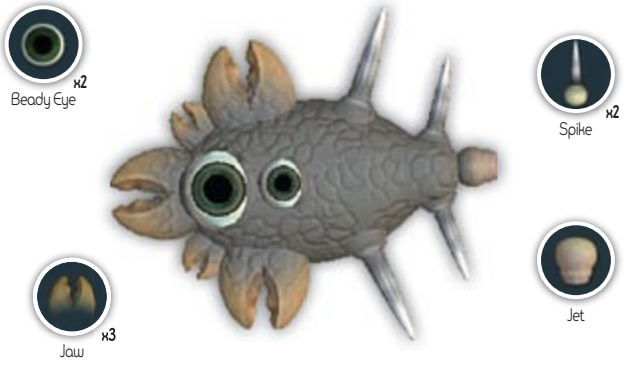
Key Characteristics: Cilia
Other Characteristics: Poison, Electric

The first ancestor of what would develop into the Tartywoad, this cell shows how a herbivore can defend against predators without resorting to Spikes. Electric and Poison sacs nullify attackers and make the cell immune to these attacks, while Cilia allow expert turning maneuvers.

Mass of Thun

Key Characteristics: Jaw, Spikes, Eyes
Other Characteristics: Jet

This ferocious little blighter is armed with a front-end filled with snapping Jaws, which allows it to attack and gulp down food in moments. At the rear is a single Jet, allowing speedy getaways from bigger cells, and two rows of nasty Spikes to stop would-be attackers.



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cell stage advice

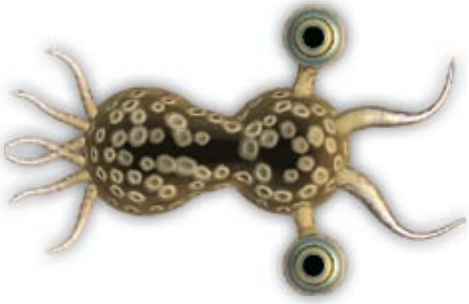
A Violent Birth

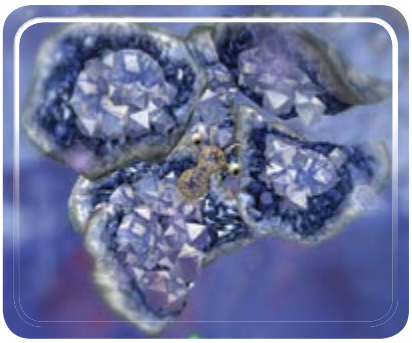
In the inky blackness of space, a tumbling meteorite twists and spins past a fiery star, skirting a solar flare, and heading for a small planet orbiting nearby. A tremendous explosion fills the planet's atmosphere, and chunks of the meteor detonate skyward, before falling into a large ocean. Smaller rocks slowly sink to the sea floor. A tiny rock splits in two. Out of the rock comes life....

Introduction

Lumpy

Level 1. Just after escaping from a crystalline rock meteor.



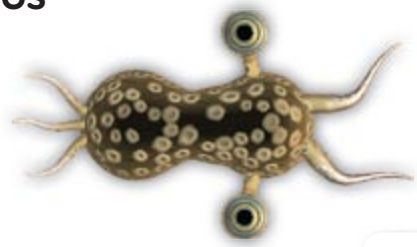


Welcome to the Cell Stage. This is a top-down, side-scrolling exploration of the primordial ooze, with a set of clearly defined levels. Your objectives are relatively straightforward: you need to eat to survive and thrive! As you eat, you grow in stature and can fend off other aggressive creatures, or attack living organisms. As your cell continues to expand, you can unlock additional Body Parts and augment your cell with them, changing the way you interact with other cells and the environment. Finally, after completing Level 5, you can evolve and crawl onto the surface of the world your rock crashed into!

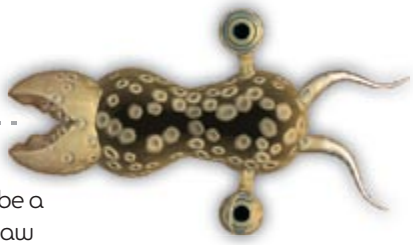
TIP Refer to the previous Cell Creator for additional information on the different Body Parts and their specific advantages in this stage.

General Information

Dietary Needs



Your first option is to begin this stage as a herbivore, using a Filter Mouth to suck plant remnants into your sac-like body.



Your other option is to be a carnivore, utilizing the Jaw mouth, and attack other cells with it, feasting on their exploded remains!

NOTE The Cell Creator will not let you exit without a mouth. Fortunately, you start the Cell Stage with an herbivorous or carnivorous cell, complete with all of the bits you need to eat and survive!

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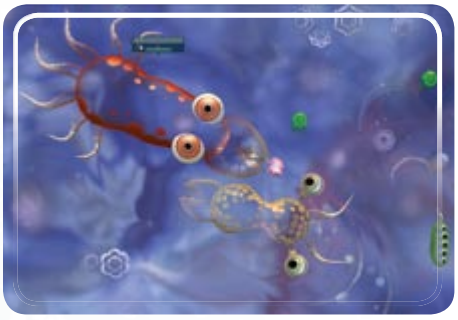
DNA Accumulation

The key to creating a more complex cell is to expend DNA Points. These are collected by eating plant and meat cells. Once you have enough to buy a new part (as shown), enter the Cell Creator (detailed previously). Here, we show how DNA is specifically added.

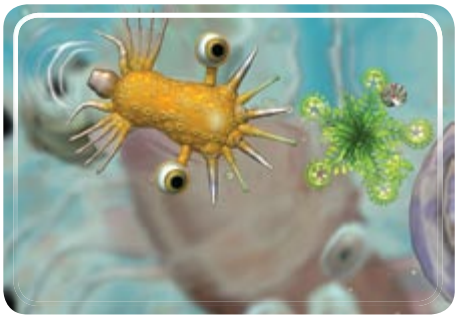
Level Progression

The base of your screen has a series of bars, which gradually fill up with a green color as you progress through the levels. To fill the bars, simply eat food. Your cell grows twice per level: once halfway through a level, and again at the start of the next level.

Transparency

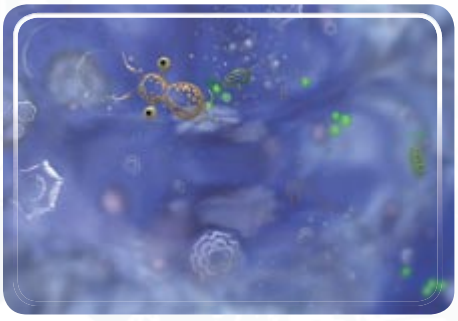


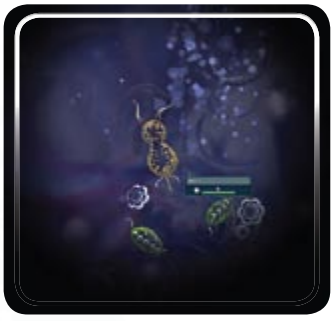
As you begin your first level, your cell's skin is transparent, allowing you to see the background and other debris floating behind it.



As you progress through the five Cell Stage levels, the skin becomes less see-through, until it reaches a completely solid state.

Field of Vision





When you start this stage, areas of the water you're swimming in are blurred out, but as you progress, your field of vision expands and you can see a wider area. Because you're really only looking for objects to smash, food to eat, and predators to avoid, this isn't an issue.

CAUTION Beware! If you decide to make your creature blind, your field of vision suffers considerably. However, it is possible to complete this stage without eyes if you make your cell extremely defensible and speedy!

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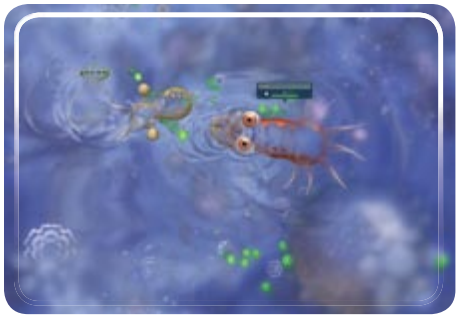
Health



Your cell, and all other cells you encounter have a Health Bar; your cell is dispatched when the Health Bar runs out.

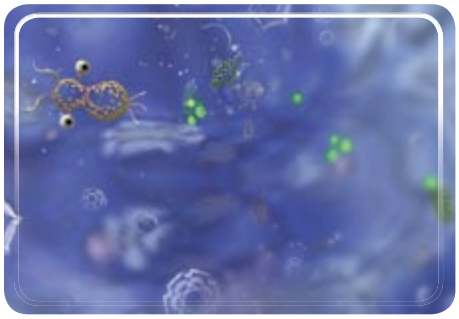
Missions

An Information Bar in the screen's top-left (picture 1) reveals a number of different Missions in this, and every stage to come. Simply follow the instructions to complete the Mission (picture 2), and you're awarded a prize!

Interactive Objects: Edible

The first oceans teem with unfamiliar flotsam and jetsam, and it's your cell's job to differentiate interesting or useful matter from other, potentially dangerous ones. Here's a list of delicious foodstuffs on your floating fun-ride:

Small Green Plant Matter



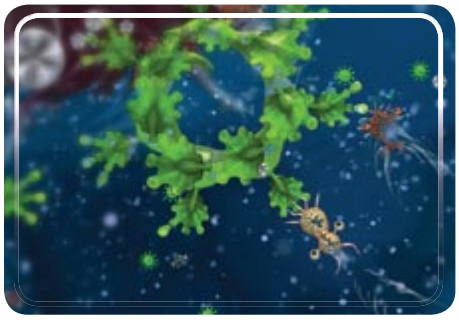
First Located: Level 1

Notes: Edible with Filter Mouth or Proboscis

For non-carnivorous life, these floating plants, which come in a variety of chunks and circular shapes, are the key to life. Eating these (by running your Mouth part into a plant section) increases your DNA Points and fills your Progression Bar; the key to evolving! If you've chosen the carnivorous Jaw, attack the cells feeding off the plants instead.

NOTE Plant matter becomes available in larger single sections as your cell's body grows, too. "Small Green Plant Matter" refers to any green material floating about, unattached, either in small clusters or singly.

Large Green Plants



First Located: Level 2.5

Notes: Edible with Filter Mouth

Sporting a variety of tendrils and tips, larger sections of seaweed-like ferns and similar plant life also provide sustenance to herbivorous and omnivorous creatures. Eating the small, green food matter attached to the edge of a Large Green Plant increases your DNA Points, and fills your Progression Bar.

CAUTION Clusters of larger plants are often where groups of herbivorous feeders come to graze, and also where predators lurk, so be careful! If you've chosen a carnivorous creature, then try to **be** that predator!

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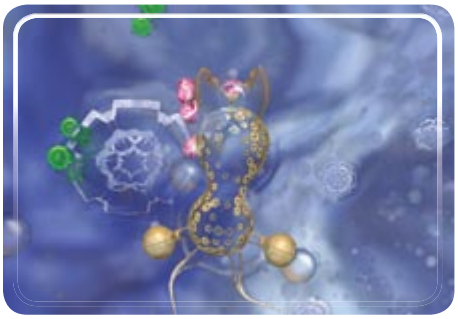
TIP Stay in the area of a Large Green Plant if you're about to grow in size, as Large Green Plants become Small Green Plant Matter after you double in size, under some circumstances, and provide a quick source of nearby food.

Meat Chunks



First Located: Level 1

Notes: Edible with Jaw only

When another cell has been defeated, either by your attacks or wounds inflicted by another, it explodes into Meat Chunks, which appear mainly in small pieces. At higher levels, these pieces are larger. Eating these Meat Chunks with the Jaw increases your DNA Points, and fills your Progression Bar. This is the food of carnivorous cells only.

TIP Large Meat Chunks are usually too big to consume at your current size. Either grow to the next level (or "half" level), or break large Meat Chunks into smaller pieces by hitting them with a Jaw or Spike.

NOTE The Proboscis cannot consume "chunks" of meat, only living cells. See below.

Living Food

First Located: Level 2

Notes: Edible with Proboscis only

As your cell expands in size, other beings that were your size previously stay smaller, and are now "Prey sized." Refer to the size chart at the end of each level to see which cells are considered "Prey," and slurp them with your Proboscis. Slurping Living Food with the Proboscis increases your DNA Points, and fills the Progression Bar of omnivorous cells.

NOTE You can wolf down entire critters using this Mouth part, so try a still-wiggling meal rather than a recently deceased one, or your Proboscis ignores the floating Meat Chunk.

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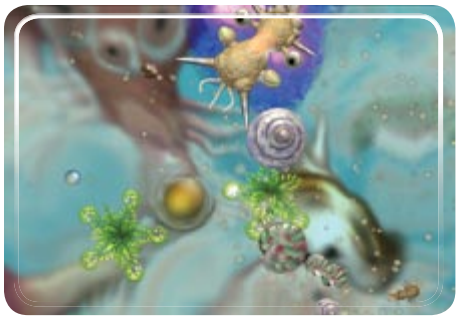
Eggs (Small and Large)



First Located: Level 5
Notes: Small: Edible with all Mouth types
Notes: Large: Not edible

As your primordial swim reaches a nearby beach, another cell begins to deposit large, sac-like Eggs. These spawn tiny cells called "Junior." Before they hatch, you can eat small Eggs using any Mouth type. However, you can't eat larger Eggs (the Proboscis is useful for vacuuming up a hatched cell if you're too late to the Egg meal).

NOTE A cell named "Junior" hatches from Eggs. A cell named "Maa" leaves Eggs behind if defeated.

Food Types

Type of Food	DNA Points Gained	Filter Mouth	Jaw	Proboscis
Small Green Plant Matter	1	✓	✗	✓
Large Green Plant (Attached Matter)	1	✓	✗	✓
Meat Chunk (Small)	1	✗	✓	✗
Meat Chunk (Large)*	N/A	✗	✗	✗
Living Food	1	✗	✗	✓
Egg (Small)	1	✓	✓	✓

NOTE * = Large Meat Chunks must be broken down (by Spikes or Jaws) into Small Meat Chunks.
You can gain a maximum of 65 DNA Points before you can evolve legs and move to the next stage. Combined with the 35 you already begin with, you have a total of 100 DNA Points.

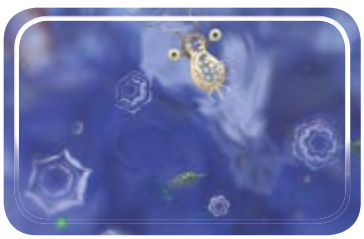
TIP Remember that Living Food usually flees your presence, so even though there is more value per eat, you may spend more time catching up to your food.

Interactive Objects: Scenic

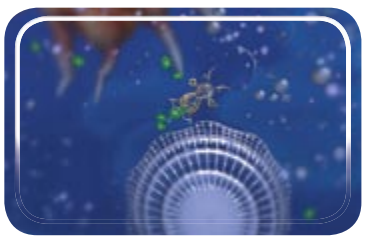
The next set of obstacles vying for space in this undersea world are objects that are too tough to strike, can bounce you around, or will provide a period of discomfort if you touch them. Beware of these when you're out and about:

Unbreakable Objects

Crystals



Debris



Shells

First Located: Level 1
Threat Level: ●●○○○

Each level has a variety of unbreakable objects floating around, and all are variations of the three types shown. These simply act as floating barriers; swim around them, or hit them so they move away from you.

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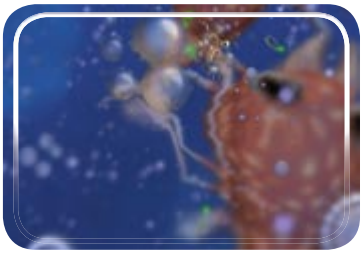
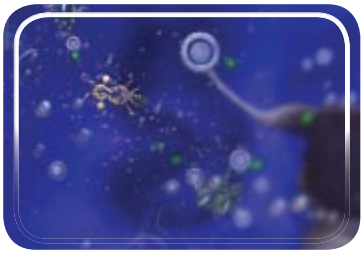
Air Bubbles



First Located: Level 1
Threat Level: ●○○○○

Pockets of air can be found in bubble form throughout the levels of this stage, and such bubbles come in a variety of sizes, and all can be popped.

Flow Field



First Located: Level 1
Threat Level: ●●○○○

Although not completely visible, ripples of current in the water show these fields, which are randomly scattered throughout each level. You swim faster when you "go with the flow," and slower when against it. Don't get trapped near a dangerous cell and swim against a Flow Field; see where it takes you!

Poison Cloud

First Located: Level 2
Threat Level: ●●●○○

If you encounter an enemy cell that's armed with a Poison part, you'll see a dangerous cloudy trail emitting from it. Swim into this trail and you suffer damage. Counteract this by avoiding the trail, or equipping the Poison part yourself, rendering you immune.

Meteor Blocks

First Located: Level 3
Threat Level: ●○○○○

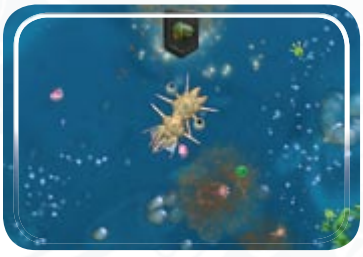
Always be on the lookout for these specific types of rocky blocks, because they contain new Cell Body Parts. Ram into a block as soon as you see it, and claim the part; optionally enter the Creator and equip it immediately!

NOTE Find out more about the contents of Meteor Blocks in the section entitled "Cell Parts."

Cell Parts

While eating to increase your DNA Points is the first plan in Cell Stage, the second (and just as important) plan is to locate the remaining Cell Body Parts, which are then added to your cell throughout the stage to create a more versatile or deadly creature. The following information shows how this is accomplished.

Gold Shields



First Located: Level 1

These shield-like icons are the avatars for each Body Part you'll discover. There are six to find (as you begin this stage with six Body Parts already in your collection). Remember to claim each Gold Shield by swimming into it. Find a shield using one of three methods (shown in order of appearance):

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Method #1: Defeat Rival Cells

First Located: Level 1.5

This is the preferred method of locating Gold Shields. Below is a complete list of Body Parts you don't have access to at the start of this stage, and what creatures "drop" the part after you defeat them. Do this whether or not you're going to eat the meat afterward.

TIP Hover your mouse over a rival or enemy cell to see if it has a Gold Shield icon to the right of its name. If so, defeating the creature will unlock the Gold Shield.

TIP It is safer to attack "Prey" and "Peer" sized creatures for Body Parts. It is unwise to try tackling anything larger! Use your Jaw, Spike, Poison, or Electric parts to attack each creature. Damage ratings are shown later in this chapter.

Method #2: The Meteor Block

First Located: Level 3

These blocks are big and occur in the later levels of this stage, and contain only parts that you may have failed to find in earlier levels (by using Method 1 or 2). Crack these open immediately because they are sure to give you a part you're missing.

Entering the Creator

First available: Level 1

You can access the Cell Creator by pressing the Call Mate button in the center of the bottom of the screen. Follow the cooing sound of an amorous fellow cell, and swim up to it to enter the Cell Creator.

Body Parts to Collect

Filter Mouth
First Located: Start

Jaw
First Located: Start

Proboscis
First Located: Level 3.0

Harvest From:

Nosey*

Bloato

Poison
First Located: Level 2.5

Harvest From:

Squirty*

Puffish

Spike
First Located: Level 1.5

Harvest From:

Pokey*

Spiked Shyster

Stabber

Stabella

Jawhead

Needle Buzzy

Squiggly

Puffish

Megamouth

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Electric
First Located: Level 4.0

Harvest From:

Buzzy*

Needle Buzzy

Cilia
First Located: Level 3.0

Harvest From:

Punky*

Pinky

Bloato

Flagella
First Located: Start

Beady Eye
First Located: Start

Stalk Eye
First Located: Start

Button Eye
First Located: Start

Jet
First Located: Level 2.0

Harvest From:

Booster*

Nosey

Jetster

Paa

Snorf

NOTE * This is usually the first cell you encounter with a specific Body Part you want, and is therefore the optimal one to defeat.

NOTE For the different abilities that each Body Part possesses, see the Ultimate Cell Creator section.

NOTE The first time you defeat a cell equipped with a specific part, you usually get that part.

NOTE Some cells do not drop parts.

Health and Damage

It is important to remember how much punishment cells can handle. This is shown below:

Cell	Health Points
You	6
Rival Cells	6

NOTE † = This damage is inflicted on you.

* = This damage is inflicted on the specific cell mentioned, if you equip this part. If a cell isn't listed, you cannot harm it with a particular part.

Cell Size / Body Part	Damage Inflicted
Epic	6 (you are defeated instantly)†
Predator	3†
Peer	2†
Spike	1 (to Predator-sized cell)*
Jaw	3 (to Peer-sized cell) *
Spike	3 (to Peer-sized cell) *
Poison	3 (to Peer-sized cell) *
Electric	3 (to Peer-sized cell) *
Jaw	6 (Prey-sized cell defeated instantly)*
Spike	6 (does not affect Prey-sized cells)*
Poison	6 (Prey-sized cell defeated instantly)*
Electric	6 (Prey-sized cell defeated instantly)*

Levels: Introduction

There are five "epochs" (known as levels) in the Cell Stage, from the time you wiggle out of your extraterrestrial rock, to the moment you evolve legs and swim to land. The following section shows general information about levels.

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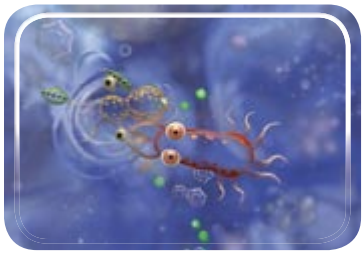
Five Levels, Ten Stages

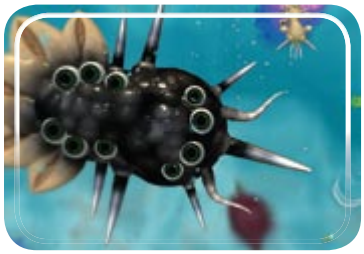


Within each level are two sections (Level 1 for example, has 1.0 and 1.5). The "half" level marks your creature's growth spurt (see both pictures for a before and after), occurring midway through the level.

Prey, Peer, and Predators

Each level has a variety of cells swimming about (revealed previously). However, they come in different sizes (the exact size for each cell is shown in the specific level tactics to come). The first size is "Prey." These cells are much smaller than you and can easily be eaten or defeated for meaty food. The second (picture 2) are "Peer" cells, which are around the same size as you. You can battle them (as long as you find their weaknesses) relatively easily. The third (picture 3) are "Predator" cells, usually much larger than you, and able to bite or spike you to death with a single hit. Beware of Predators!

Epic Cells



From Level 2.5 onward, you may encounter a species of cell that is tremendously bigger than you. These are Epic cells, and they can only be defeated by exploiting their individual secret weaknesses. They are the most feared of all cells, so give them a wide berth.

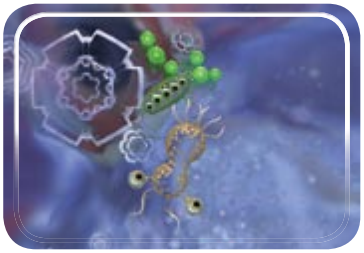
Missions

As previously mentioned, the Cell Stage has Missions to optionally complete. These occur semi-randomly depending on where you're swimming and what you've encountered. Your Mission instructions are shown in the screen's top-left corner. Here are tactics for the available Missions:

Mission: Eat

Consume five pieces of food

Available: Start
Difficulty: ●○○○○
Reward: DNA Points

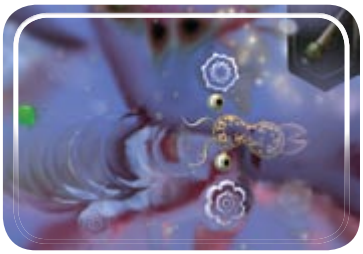


As soon as you begin, chow down on five foodstuffs to claim your first batch of DNA Points and increase your Progression Bar. If you've equipped the Filter Mouth, eat Green Plant Matter. If you've chosen the Jaw, charge and defeat any nearby cells, and eat the Meat Chunks of their remains.

Mission: Collect

Unlock Cell Parts

Available: Level 1.5
Difficulty: ●●●○○
Reward: Additional Body Parts (up to six)



This is the main Mission for almost the entirety of this stage. Locate six Gold Shields and complete your collection of Body Parts. Find Gold Shields in other cells (check that they have a Gold Shield after their name, then use Spikes to defeat them), or Meteor Blocks (if you didn't track down enemies).

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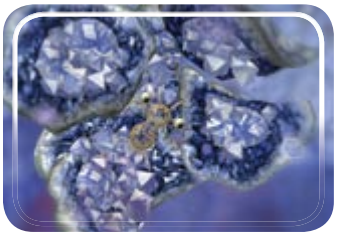
cell levels: tactical advice

BUY NOW

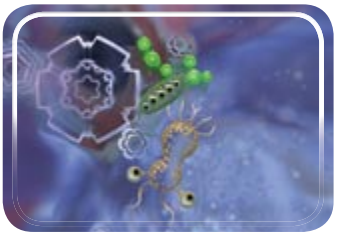
The last part of this chapter concerns specific tactics for surviving each of the stage's levels. Our own created cell, Lumpy, is shown to give one example of how to play through each section. Each time we added parts to Lumpy, we showcase the new look. There's also information on what to look out for, and the types of cells you encounter.

Cell Level 1: Ice

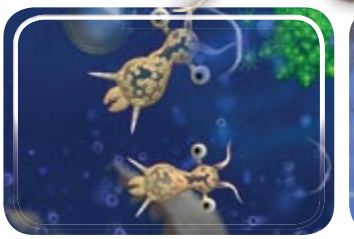
Lumpy: Level 1.0. Lumpy has just escaped from a crystalline rock meteor.



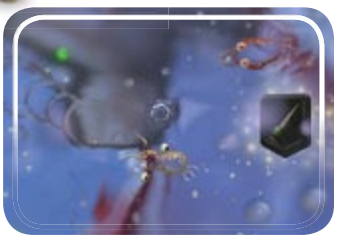
In the Beginning: Your cell hatches from a tiny particle of a fallen meteorite.



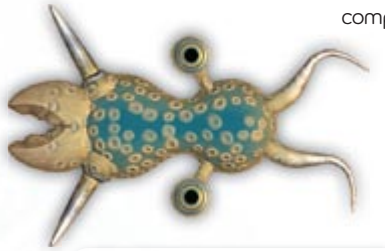
Chow Down: Begin the "Eat" Mission, following the advice on-screen. Eat five Green Plants (with the Filter Mouth) or Meat Chunks (with the Jaw) to complete this Mission.



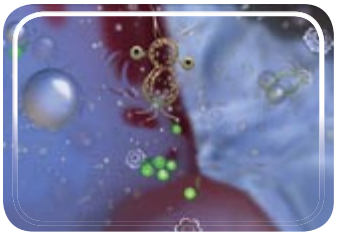
Poking Pokey: If you have a jaw, seek and destroy the nearest Pokey, and claim the first of six Body Parts; the Spike! This is an easy dispatch because Pokey isn't aggressive.



The Chowing Chomper: If you spend your time eating instead, as soon as you grow and reach Level 1.5, a Chomper automatically eats a Pokey, revealing the Spike Gold Shield. Swim into it.



Lumpy: Level 1.5. Lumpy acquires a taste for meat, changes to a Jaw, and adds Spikes for protection.



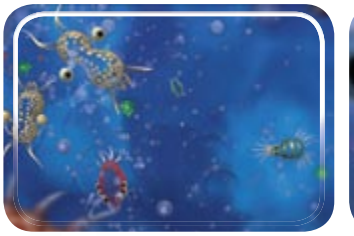
Food, Glorious Food: Continue to Level 2.0 by eating more of your favorite food, whether it is meat or plant materials.

TIP Enter the Cell Creator as soon as you have enough DNA Points for additional parts; don't wait!

TIP You're wise to invest in Spikes. Place them near your mouth to help defeat opponents you ram into.

Cell Level 2: Rock

Lumpy: Level 2.0. Additional Spikes are added to fend off Predators attacking from behind.



Send in the Clones: You first encounter the same species of cell as your own during this level. You can't damage or be damaged by them; they simply dart about on their own.

Booster Jets: This is your first opportunity to collect the Jet part, once you dispatch your first Booster. Because Boosters are Predator-sized, you may wish to wait until Level 2.5 to challenge them.

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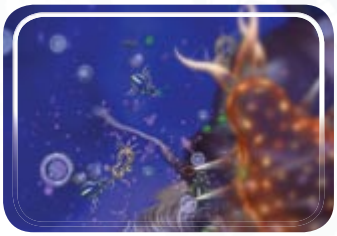
Poison Clouds: After you reach Level 2.5, you can challenge a Squirty and claim the Poison Body Part.

Additional Sustenance: You first encounter Large Green Plants with smaller food at their tips from this point onward.



Stabber: You encounter your first Epic creature: a Stabber. Avoid it at all costs!

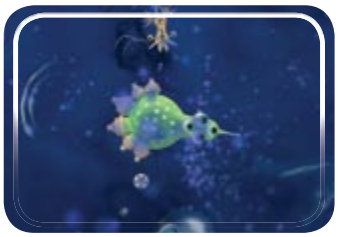
Lumpy: Level 2.5. Poison sacs are added on either side of the Jaw to stun food.

TIP Remember that you can tackle any enemy cell with a part you want; not the first type you encounter.

TIP As you collect more DNA Points, you can add multiple Flagella, Poison, and Jets to increase your speed or poison potency. Similarly, you can keep adding Spikes to ward off attacks from every direction.

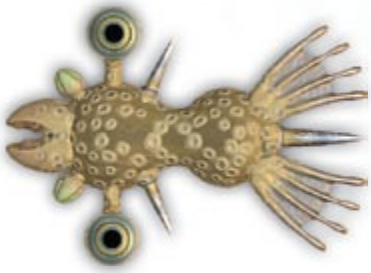
Cell Level 3: Plant

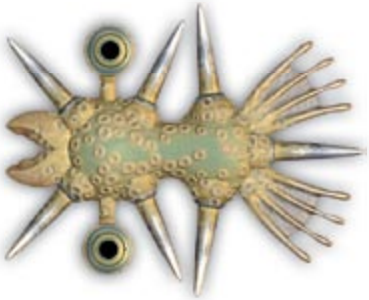
Seeking the Cilia: Search out a Pinky or Punky and secure a Cilium to help you turn 180 degrees quickly.



Nosey Parker: Locate and ram a Nosey for your first attempt at securing the Proboscis, the penultimate Body Part.

Lumpy: Level 3.0. A quick dispatch of Blooty yielded some booty. Cilia are added!





Lumpy: Level 3.5. Poison sacs were dispatched in favor of more Spikes. Nearby cells need to watch out!

Keep on Chomping: Continue to feed on plant or meat products until you grow to Level 4.0.

TIP As DNA Points become available (or if you redesign your cell), add more Cilia if you want more pronounced turning.

TIP Add more Spikes if you want a cell that is difficult for others to attack.

TIP Add more Flagella for extra speed; however, it is better to replace Flagella for Jets as soon as your DNA Points allow.

TIP Add more Poison parts to increase the potency and range of your automatically discharged clouds.

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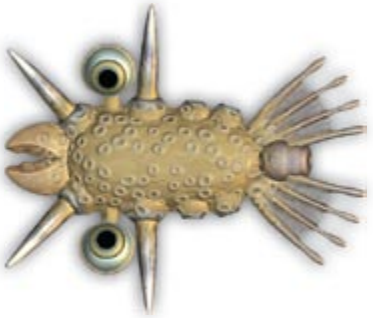
Cell Level 4: Water

BUY NOW



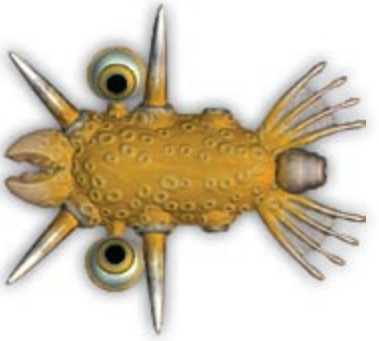
Lumpy: Level 4.0. A thicker midriff, Spikes, and a Jet mean Lumpy isn't to be messed with!

A Bright Spark: The search for the final Body Part begins. Locate either Buzzy type, and defeat it to claim your final part!

TIP As always, try different cell combinations, based on the tactics shown in the Ultimate Cell Creator (previously detailed in this chapter).

Snack Food: Continue to munch on plants, meat, or prey; easy takedowns are available near the Large Green Plants.

Lumpy: Level 4.5. Lumpy changed his hue to blend in with the sand of a prehistoric beach.



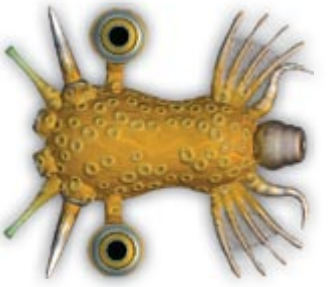
TIP The Electric Body Part jolts an enemy cell, allowing you to finish it off easily. This is a great tactic if you're vicious! Add more Electric Body Parts to reduce the charge time (which starts at 5–10 seconds). Only the Buzzy carries the Electric Body Part, so make sure to find one to defeat.

Cell Level 5: Beach

Cracking Eggs: As you continue to suck DNA from food matter, locate your first Eggs.

Cracking Eggs Part 2: Destroy them for DNA, or wait for them to hatch, and defeat the Junior cell that hatches.

Lumpy: Level 5.0. Lumpy sports thick Cilia for powerful swimming, and a Proboscis for sucking down foes!



Lumpy: Level 5.5. Now with a lighter tone, and back to being a herbivore, Lumpy evolves to a Poison-emitting speed demon!

Almost Evolved: Continue your merry way, bopping floating shells, and collecting 65 DNA Points to the end of this stage.

TIP If you want to create more cells, call a mate and access the Cell Creator.

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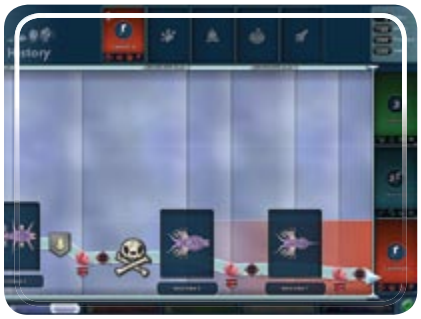
End Game: Evolution



As soon as you finish this stage, a chart listing your major accomplishments (shown) is revealed. You can look back at the decisions you made, and which trait you ended up in. This is important, because each trait awards you with a number of specific skills, as follows:

Trait	Creature Skill	Tribe Skill	Civilization Skill	Space Skill	Superpower
Herbivore	Siren Song	Refreshing Storm	Healing Aura	Social Suave	Return Ticket
Omnivore	Summon Flock	Flying Fish	EMP Bomb	Gentle Generalist	Cash Infusion
Carnivore	Raging Roar	Traps	Invulnerability	Power Monger	Raider Rally

Read up about these skills in the appropriate chapter, under Legacy Traits. Now enter the Creature Creator, and scramble up onto your first continent.

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